

FIG. 3

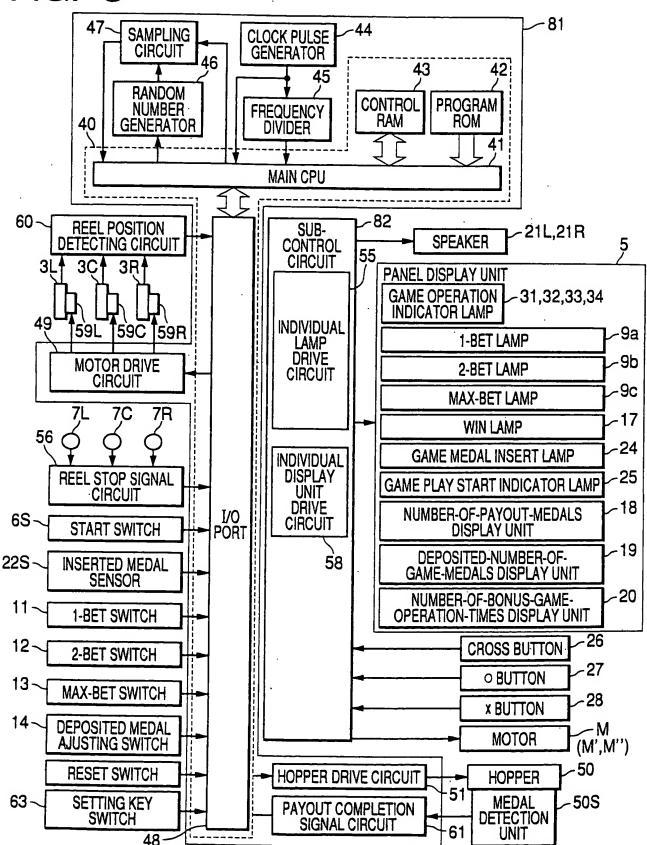


FIG. 4

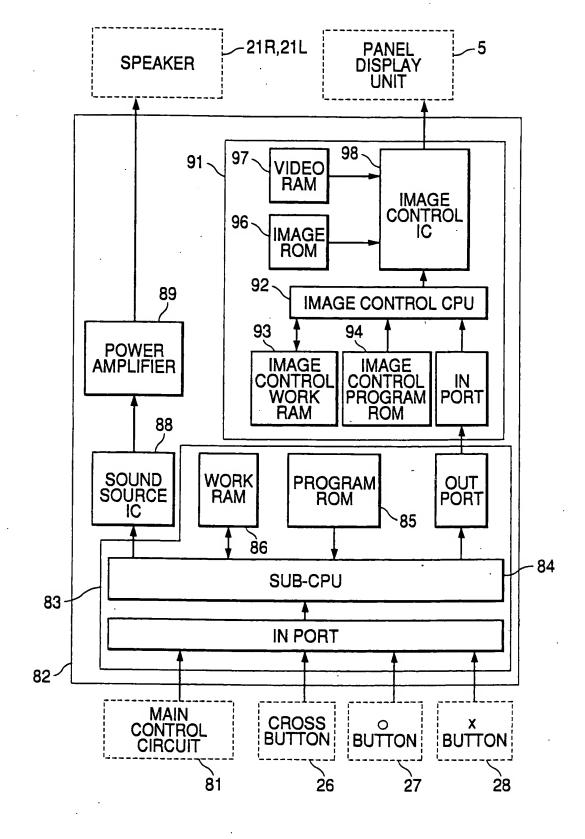


FIG. 5

,						
		LEFT REEL	(CENTER REE	L	RIGHT REEL
	00	RED 7	00	RED 7	00	RED 7
	01	CHERRY	01	PLUM	01	BELL
•	02	BLUE 7	02	REPLAY	02	REPLAY
	03	BELL	03	BELL	03	BAR
	04	REPLAY	04	CHERRY	04	PLUM
	05	RED 7	05	REPLAY	05	BELL
	06	CHERRY	06	CHERRY	06	REPLAY
	07	BLUE 7	07	BELL	. 07	CHERRY
	80	BELL	08	BAR	08	BLUE 7
	09	REPLAY	09	CHERRY	09	CHERRY
	10	PLUM	10	REPLAY	10	BELL
	11	BELL	11	BELL	11	REPLAY
	12	REPLAY	12	BLUE 7	· 12	CHERRY
	13	BAR	13	REPLAY	13	PLUM
	14	RED 7	14	CHERRY	14	BELL
	15	BELL	15	BELL	15	REPLAY
	16	PLUM	16	BAR	16	CHERRY
	17	REPLAY	17	PLUM	17	BLUE 7
	18	PLUM	18	REPLAY	18	BELL
	19	BELL	19	BELL	19	REPLAY
	20	REPLAY	20	CHERRY	20	CHERRY

FIG. 6

PRIZES AND NUMBERS OF PAID-OUT MEDALS CORRESPONDING TO WINNING SYMBOL COMBINATIONS IN EACH GAMING STATE

SYMBOL COMBINATION	ORDINARY GAMING STATE	ORDINARY GAMING	RB GAMING STATE
		SIAIEINBB	
RED 7-RED 7-RED 7	BB, 15 MEDALS	I	
BLUE 7-BLUE 7-BLUE 7	BB, 15 MEDALS	1	
BAR-BAR-BAR	RB, 15 MEDALS		
BELL-BELL-BELL	SMALL PRIZE OF BELL, 15 MEDALS	SMALL PRIZE OF BELL, 15 MEDALS	
PLUM-PLUM-PLUM	SMALL PRIZE OF PLUM, SIX MEDALS	SMALL PRIZE OF PLUM, SIX MEDALS	
REPLAY-REPLAY-REPLAY	REPLAY, 0 MEDAL	RB (JAC IN), 15 MEDALS	PRIZE, 15 MEDALS
CHERRY-ANY-ANY	SMALL PRIZE OF CHERRY, TWO OR FOUR MEDALS	SMALL PRIZE OF CHERRY, TWO OR FOUR MEDALS	

FIG. 7

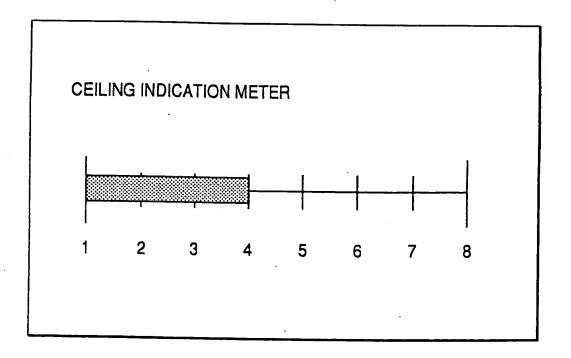


FIG. 8A

IMAGE FOR NOTIFYING PLAYER THAT PLAYER IS TO OPERATE LEFT STOP BUTTON

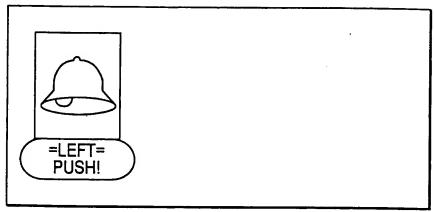


FIG. 8B

IMAGE FOR NOTIFYING PLAYER THAT PLAYER IS TO OPERATE RIGHT STOP BUTTON

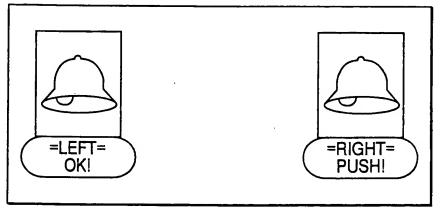


FIG. 8C

IMAGE FOR NOTIFYING PLAYER THAT PLAYER IS TO OPERATE CENTER STOP BUTTON

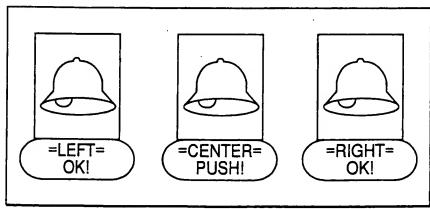


FIG. 9A

PROBABILITY LOTTERY TABLE USED IN ORDINARY GAMING STATE (RANDOM NUMBER EXTRACTION RANGE: 0—16383)

WINNING COMBINATION	ACCEPTED RANDOM NUMBER RANGE BET COUNT=3	INTERNAL WINNING ODDS
BB	0 TO 54	55/16384
RB	55 TO 82	28/16384
REPLY	83 TO 2327	2245/16384
SMALL PRIZE OF BELL	2328 TO 10919	8592/16384
SMALL PRIZE OF PLUM	10920 TO 10973	54/16384
SMALL PRIZE OF CHERRY	10974 TO 11036	63/16384

FIG. 9B

PROBABILITY LOTTERY TABLE USED IN ORDINARY GAMING STATE IN BB (RANDOM NUMBER EXTRACTION RANGE: 0—16383)

WINNING COMBINATION	ACCEPTED RANDOM NUMBER RANGE BET COUNT=3	INTERNAL WINNING ODDS
BB	— то —	0/16384
RB	— то —	0/16384
REPLY (RB IN BB)	0 TO 4199	4200/16384
SMALL PRIZE OF BELL	4200 TO 14499	10300/16384
SMALL PRIZE OF PLUM	14500 TO 16319	1820/16384
SMALL PRIZE OF CHERRY	— TO —	0/16384

STOP CONTROL TABLE NUMBER SELECTION TABLE

(RANDOM NUMBER EXTRACTION RANGE: 0—255)

TABLE NO.	ACCEPTED RANDOM NUMBER RANGE BET COUNT=3	SELECTION ODDS
NO.1	0 TO 42	43/256
NO.2	43 TO 85	43/256
NO.3	86 TO 128	43/256
NO.4	129 TO 171	43/256
NO.5	172 TO 213	42/256
NO.6	214 TO 255	42/256

FIG. 11

RELATIONSHIP AMONG TABLE NUMBERS, STOP ORDERS, AND COMPLETION/INCOMPLETION OF WINNING GAME OF SMALL PRIZE OF BELL

4								
		9	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	COMPLETE
		5	INCOMPLETE	INCOMPLETE	INCOMPLETE INCOMPLETE	INCOMPLETE	COMPLETE	INCOMPLETE
	TABLE NUMBER	4	INCOMPLETE INCOMPLETE INCOMPLETE	INCOMPLETE INCOMPLETE INCOMPLETE	INCOMPLETE	COMPLETE	INCOMPLETE	INCOMPLETE
	TABLE	3	INCOMPLETE	INCOMPLETE	COMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE
		2	INCOMPLETE	COMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE
		1	COMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE
			LEFT CENTER RIGHT	LEFT RIGHT CENTER	CENTER LEFT RIGHT	CENTER RIGHT LEFT	RIGHT LEFT CENTER	RIGHT CENTER LEFT
		STOP						

WINNING STOP CONTROL TABLE (INTERNAL WINNING COMBINATION: SMALL PRIZE OF BELL)

LEFT REEL		CENTER REEL		RIGHT REEL	
STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP	STOP OPERATION POSITION	STOP CONTROL POSITION
00	19	00	19	00	18
01	19	01	19	01	01
02	19	02	19	02	01
03	03	03	03	03	01
04	03	04	03	04	01
05	03	05	03	05	05
06	03	06	03	06	05
07	- 03	07	07	07	05
08	08	08	07	08	. 05
09	08	09	07	09	05
10	08	10	07	10	10
11	11	11	11	11	10
12	11	12	11	12	10
13	11	13	11	13	10
14	11	14	11	14	14
15	15	15	15	15	14
16	15	16	15	16	14
17	15	17	15	. 17	14
18	15	18	15	18	18
19	19	19	19	19	18
20	19	20	19	20	18

FIG. 13

FORWARD PUSH, CENTER PUSH LOSING STOP CONTROL TABLE (INTERNAL WINNING COMBINATION: SMALL PRIZE OF BELL)

LEFT REEL CENTER REEL RIGHT REEL					
					
STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION
00	19	00	19	00	19
01	19	01	19	01	19
02	19	02	19	02	02
03	03	03	03	03	02
04	03	04	03	04	02
05	03	05	03	05	02
06	03	06	03	06	06
07	03	07	07	07	06
08	08	08	07	08	06
09	08	09	07	09	06
10	08	10	07	10	06
11	11	11	11	11	11
12	11	12	11	12	11
13	11	13	11	13	11
14	11	14	11	14	11
15	15	15	15	15	15
16	15	16	15	16	15
17	15	17	15	17	15
18	15	18	15	18	15
19	19	19	19	19	19
20	19	20	19	20	19

REVERSE PUSH LOSING STOP CONTROL TABLE (INTERNAL WINNING COMBINATION: SMALL PRIZE OF BELL)

LEFT REEL		CENTER REEL		RIGHT REEL	
STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION
00	20	00	19	00	18
01	20	01	19	01	- 01
02	20	02	19	02	01
03	20	03	03	03	01
04	04	04	03	04	01
05	04	05	03	05	05
06	04	06	03	06	05
07	04	07	07	07	. 05
08	04	08	07	. 08	05
09	09	09	07	09	05
10	09	10	07	10	10
11	09	11	11	11	10
12	12	12	11	12	10
13	12	13	11	13	10
14	12	14	11	14	14
15	12	15	15	15	14
16	12	16	15	16	14
17	17	17	15	17	14
18	17	18	15	18	18
19	17	19	19	19	18
20	20	20	19	20	18

FIG. 15A

CEILING-NUMBER-OF-AT-TIMES SELECTION TABLE

NUMBER OF TIMES	LOTTERY VALUE
1	2356
2	1512
5	196
10	28
30	4

FIG. 15B

AT ACTIVATION LOTTERY TABLE

	LOTTERY VALUE
ACTIVATION	32
CONCEALMENT	224

FIG. 16A

CEILING ACTIVATION VALUE SELECTION TABLE

NUMBER OF MEDALS	LOTTERY VALUE
1200	64
1500	128
1800	64

FIG. 16B

CEILING METER SHIFT SELECTION TABLE

		1200 MEDALS	1500 MEDALS	1800 MEDALS
CEILING METER LEVEL	LEVEL 1	150	188	225
	LEVEL 2	300	375	450
	LEVEL 3	450	563	675
	LEVEL 4	600	750	900
	LEVEL 5	750	938	1125
	LEVEL 6	900	1125	1350
	LEVEL 7	1050	1313	1575
	LEVEL 8	1200	1500	1800

START COMMAND

	OTALL OCIVINIAND	
1	INTERNAL WINNING COMBINATION	
2	BB .	
	RB	
	REPLAY	
	BELL	
	PLUM	
	CHERRY	
	BLANK	
	_	
3	GAMING STATE	
	DURING ORDINARY GAME	
	DURING INTERNAL WINNING OF BB	
	DURING INTERNAL WINNING OF RB	
4	DURING BB OPERATION	
•	DURING RB OPERATION	
	_	
5	STOP CONTROL TABLE	
	TABLE NO.1	
	TABLE NO.2	
	TABLE NO.3	
6	TABLE NO.4	
	TABLE NO.5	
	TABLE NO.6	
	_	
	_	

BB EXIT COMMAND

1	OPERATION AT BB EXIT TIME	
	GAME REPLAY ENABLE	
	ADJUSTMENT OPERATION	
	PLAY OUT OPERATION	
2		
2	_	
	_	
	_	

WINNING GAME COMMAND

	WINNING GAME COMMAND		
1	WINNING GAME		
2	BB		
	RB		
	REPLAY		
	BELL		
_	PLUM		
	CHERRY		
	BLANK		
	<u> </u>		
3	GAMING STATE		
	DURING ORDINARY GAME		
	DURING INTERNAL WINNING OF BB		
	DURING INTERNAL WINNING OF RB		
4	DURING BB OPERATION		
-	DURING RB OPERATION		
	_		
5	WINNING GAME LINE		
	CENTER STAGE		
	UPPER STAGE		
	LOWER STAGE		
6	RISE TO RIGHT		
J	FALL TO RIGHT		
	-		
	_		

GAME PLAY MEDAL INPUT COMMAND

1	NUMBER OF INPUT MEDALS		
2	ONE		
	TWO		
	THREE		
-	_		
	_		
	_		
	_		

FIG. 19

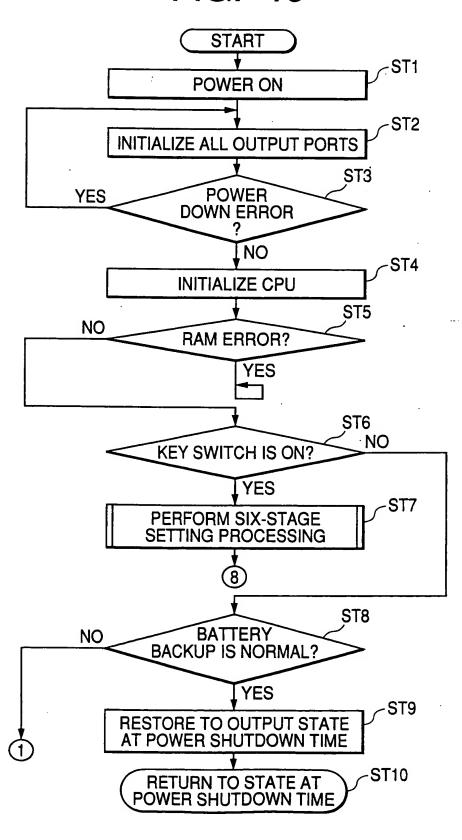


FIG. 20

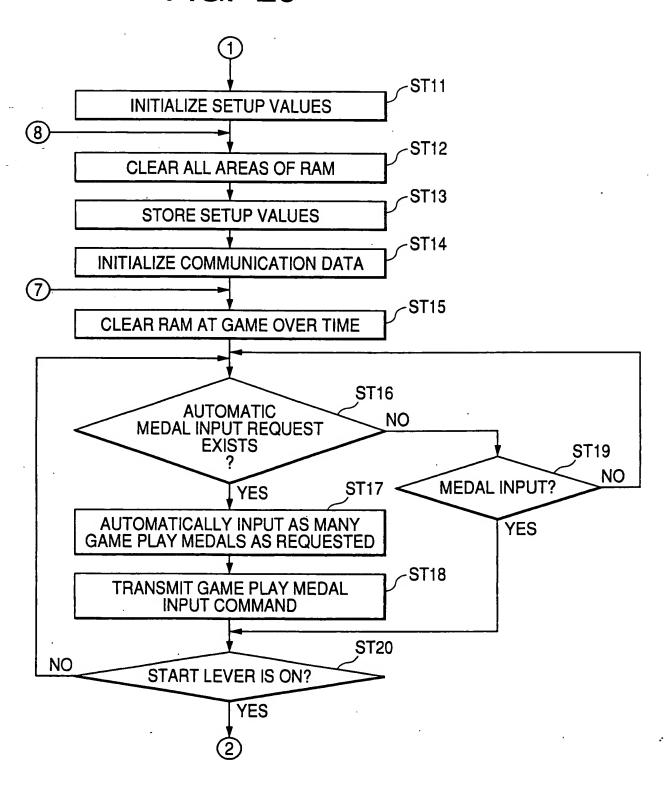


FIG. 21

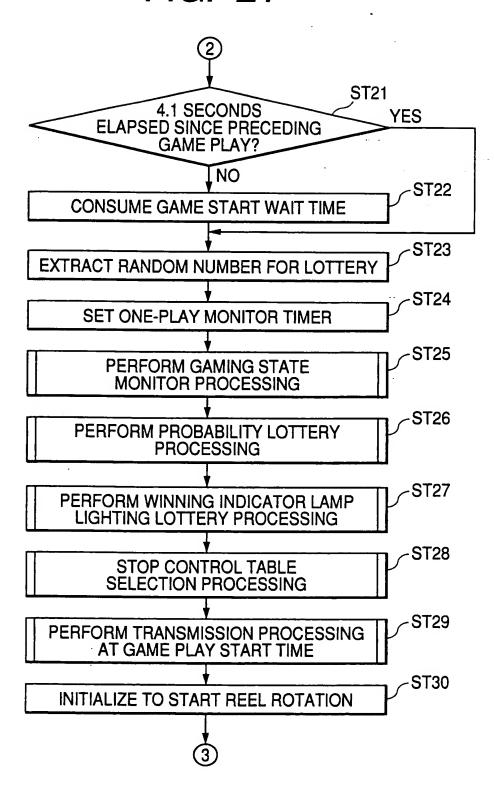


FIG. 22

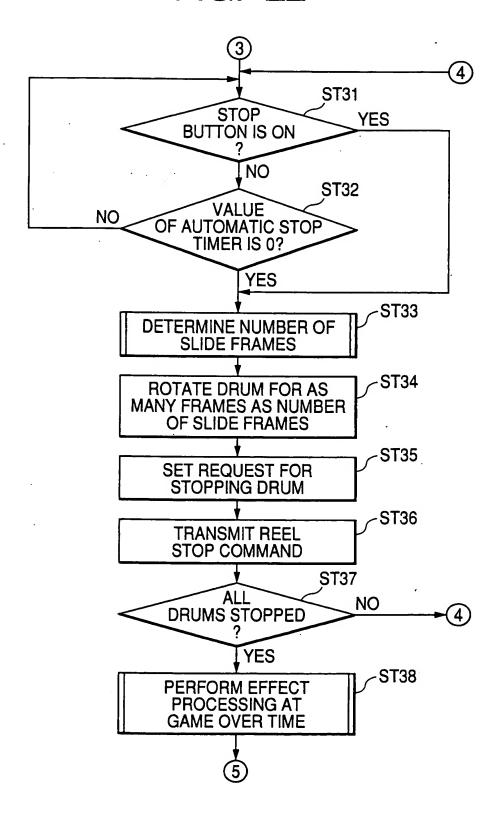


FIG. 23

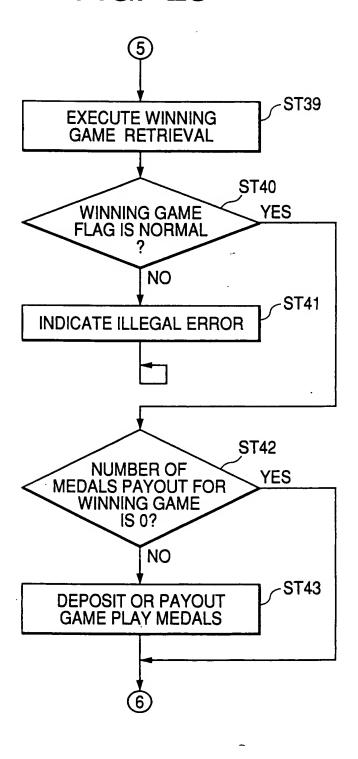


FIG. 24

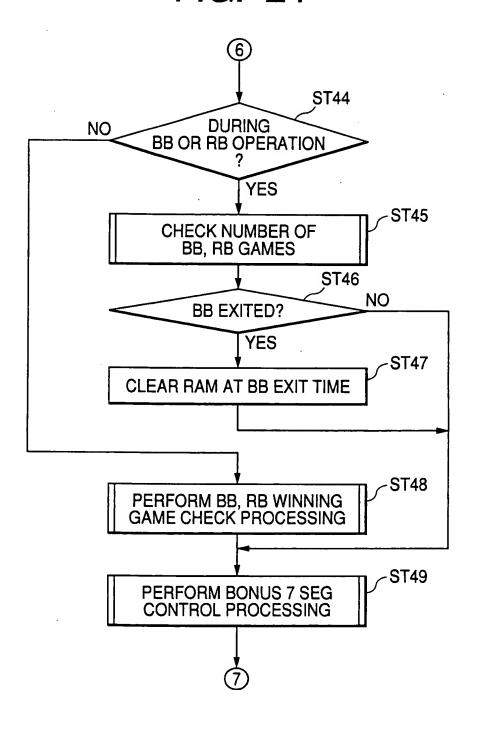


FIG. 25

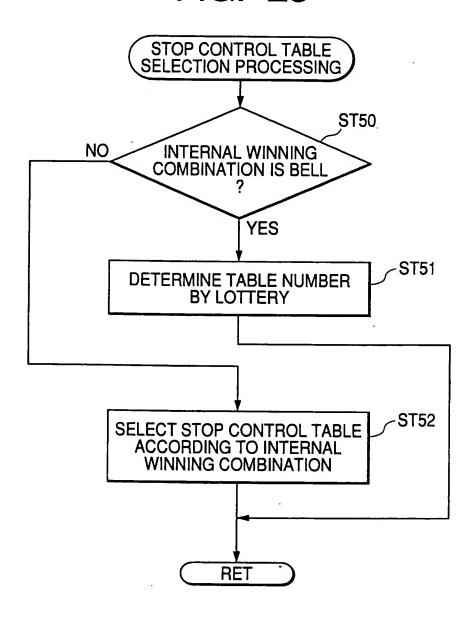


FIG. 26

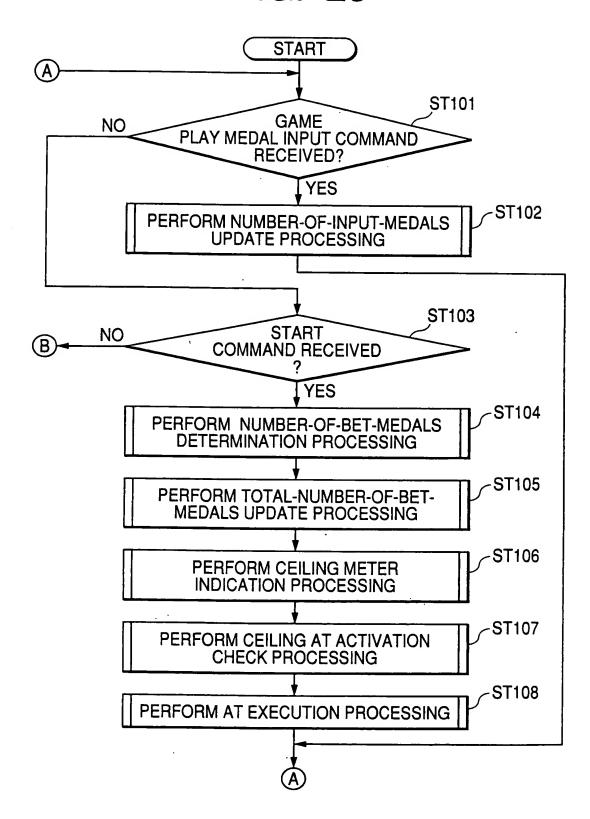
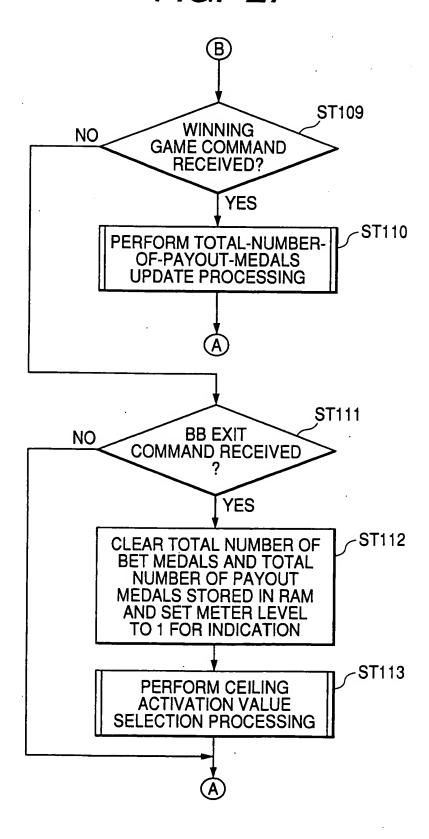


FIG. 27



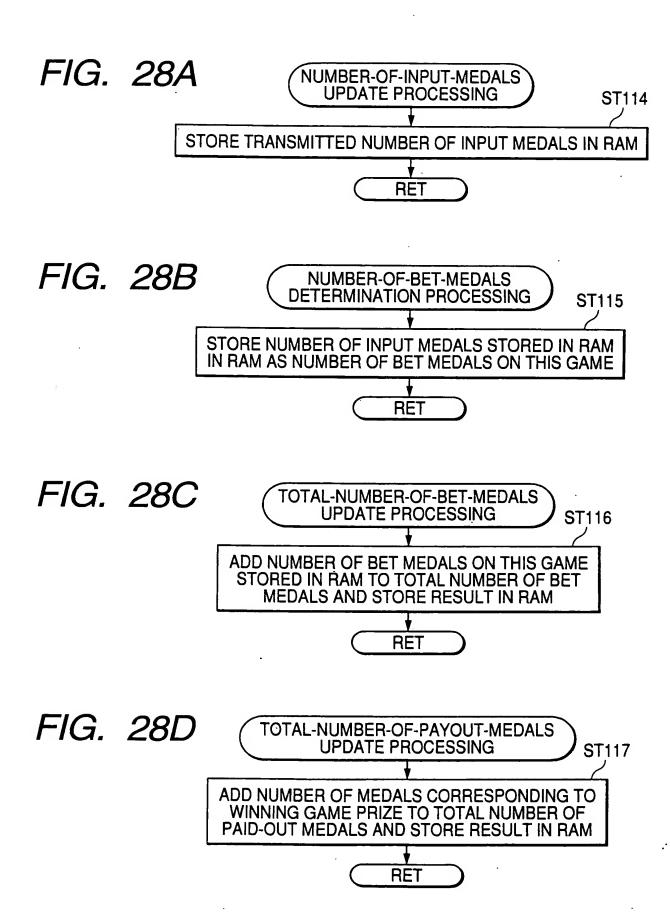


FIG. 29

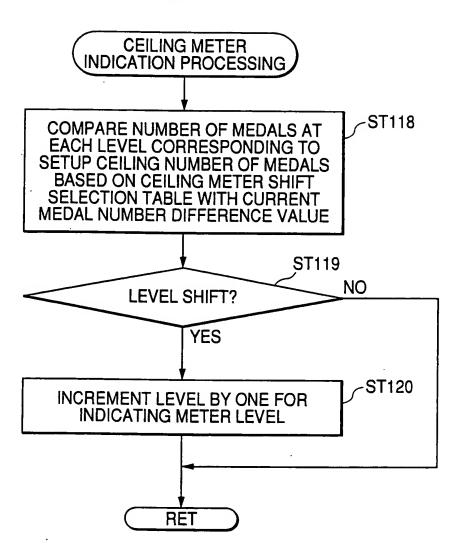
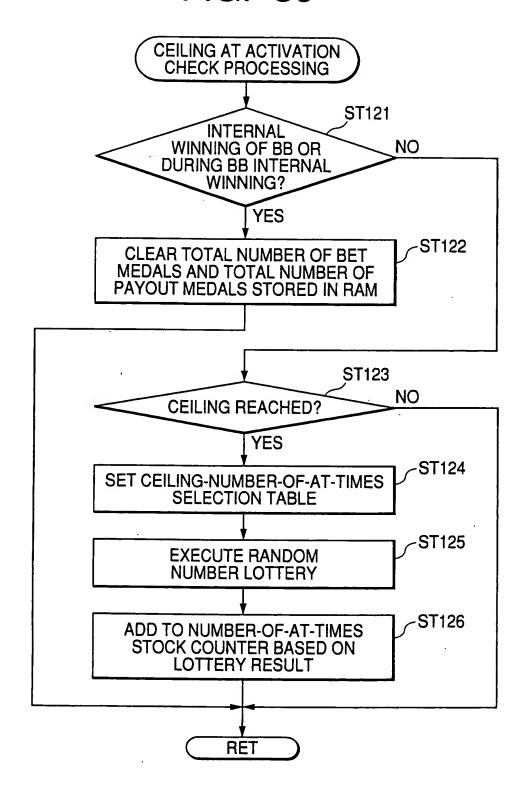


FIG. 30



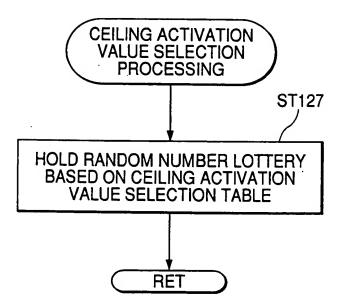


FIG. 32

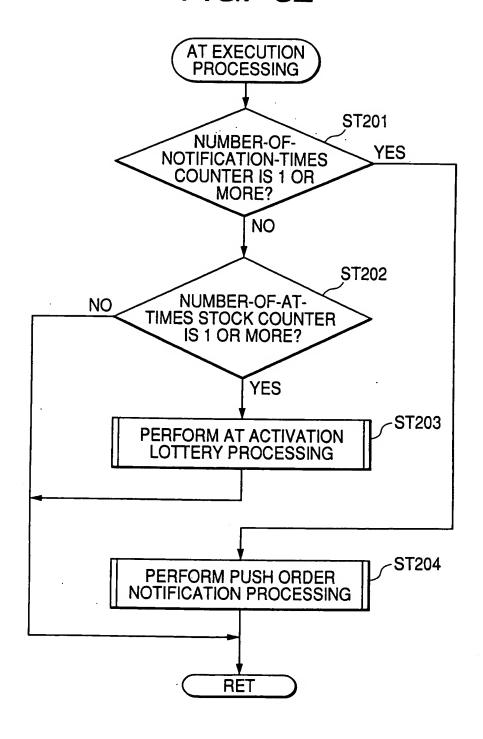


FIG. 33

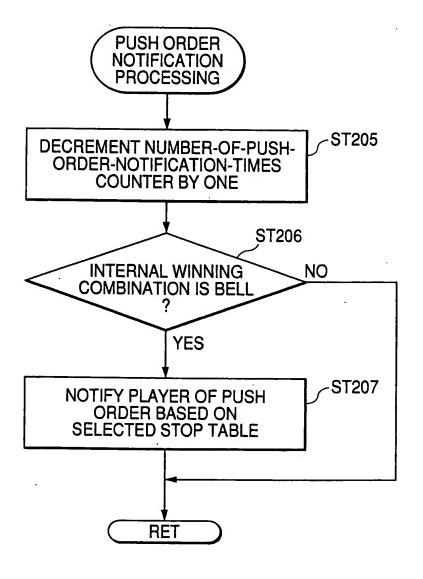
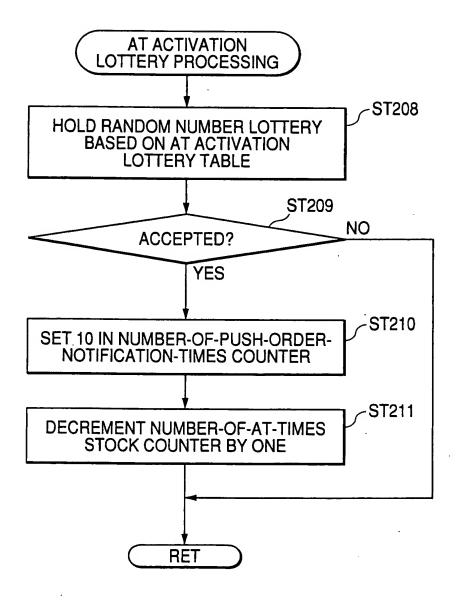


FIG. 34



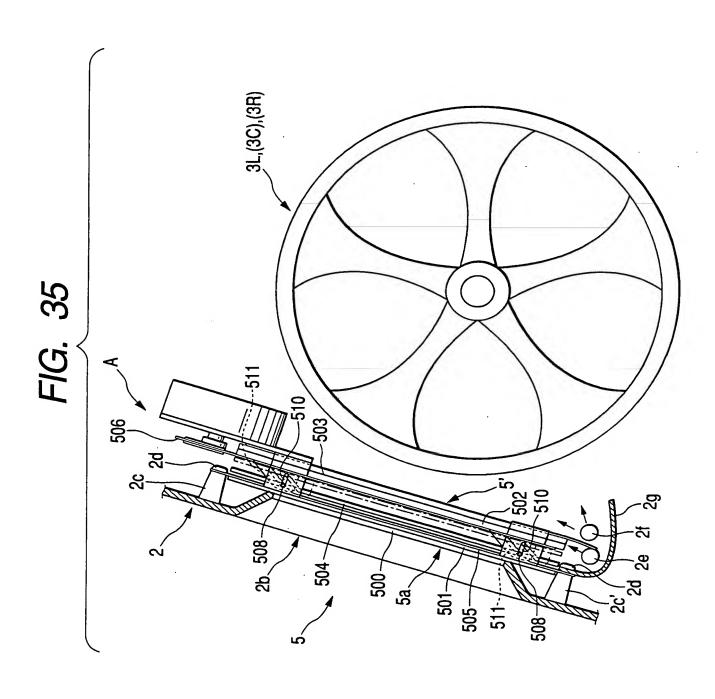
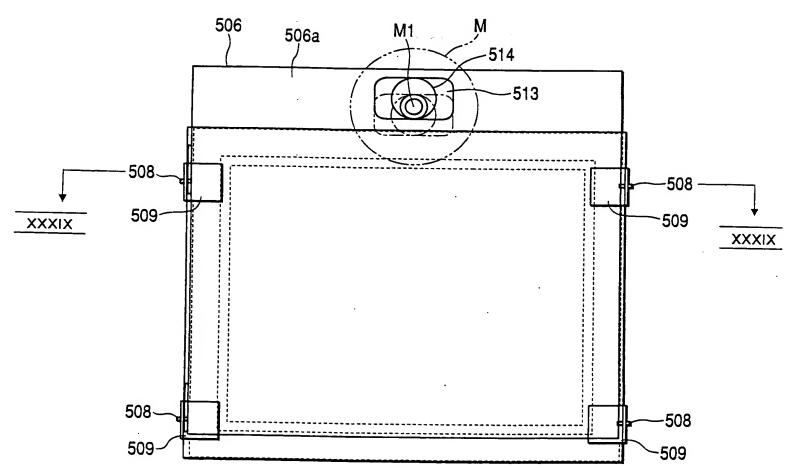


FIG. 36



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FIG. 37

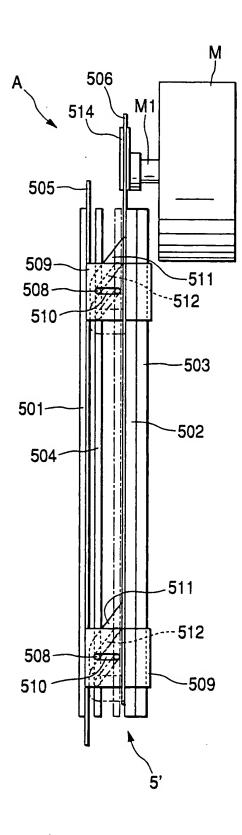
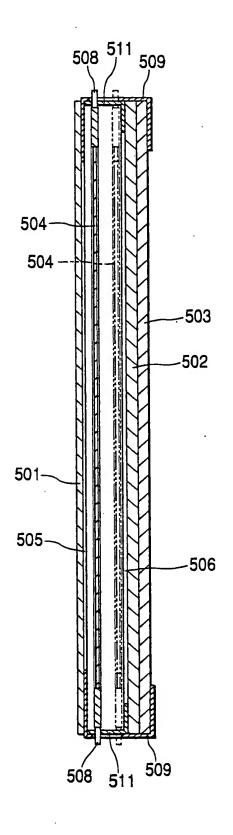


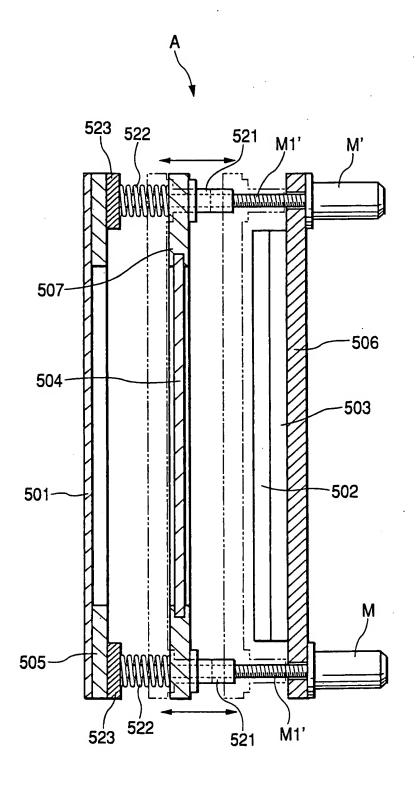
FIG. 38A ЗĊ 3R 3L 9 5a 3R 3L 3C FIG. 38B 5a

FIG. 39



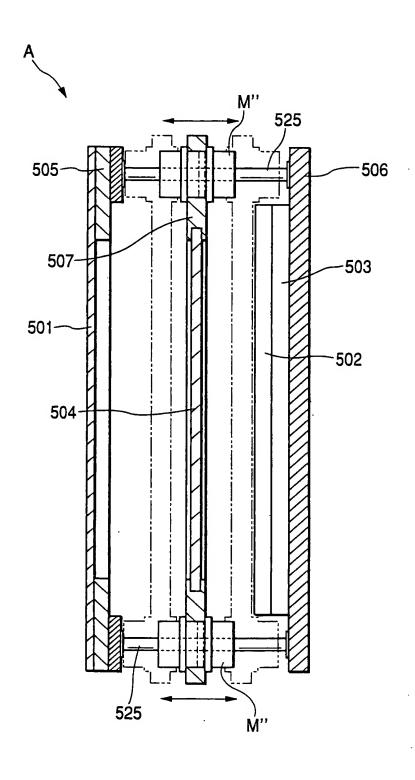
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FIG. 40



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FIG. 41



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FIG. 42

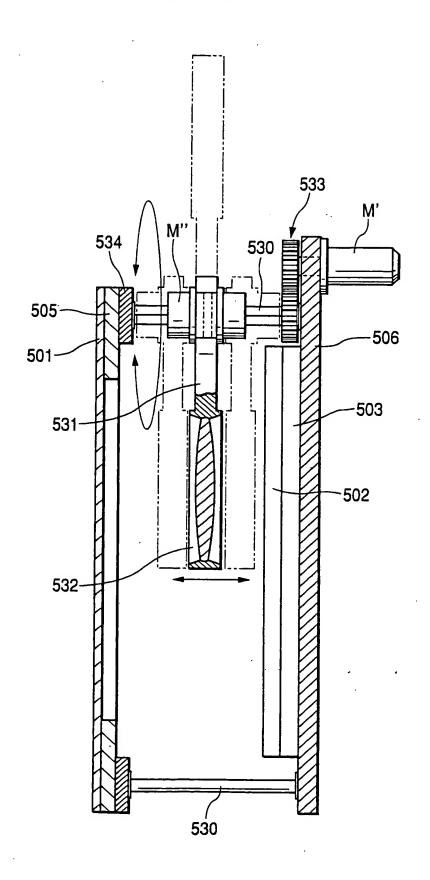


FIG. 43

